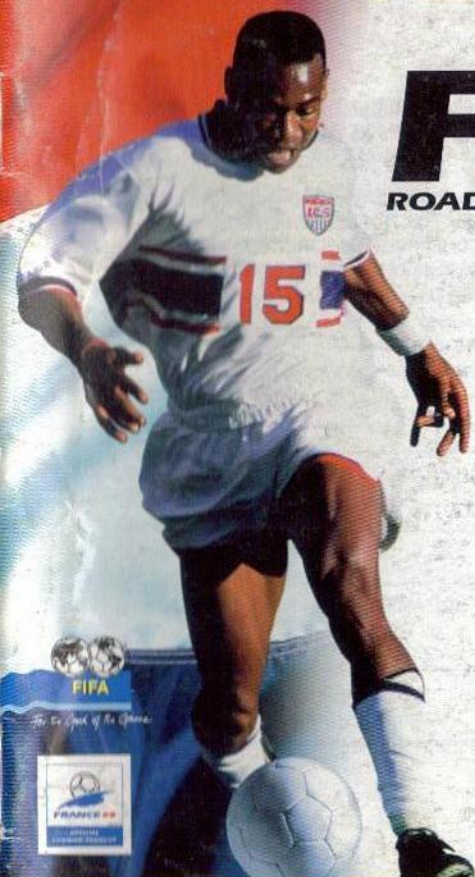


INSTRUCTION BOOKLET

FIFA

ROAD TO WORLD CUP

98



SOLD BY



EA
SPORTS

KIDS TO ADULTS

NINTENDO⁶⁴

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For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.

CONTROL STICK FUNCTION

The Nintendo 64™ Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



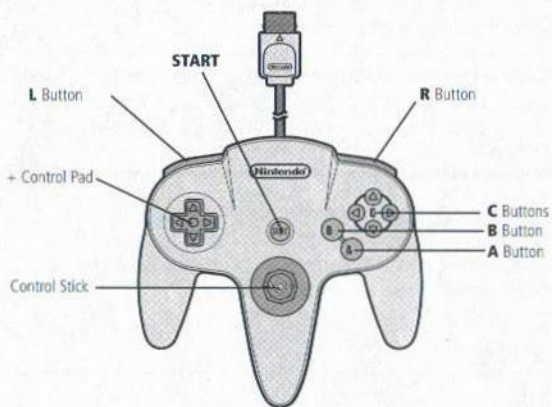
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

1. Turn OFF the power switch on your Nintendo 64 Control Deck.
WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into the Controller Socket 1 on the Control Deck.
If you're playing against a friend, plug the other Controller into Controller Socket 2.
3. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
4. Turn ON the power switch. The EA SPORTS™ and FIFA logos appear. If you don't see them, begin again at step 1.

CONTROLLER



BACK OF CONTROLLER



COMMAND SUMMARY

On the road to the World Cup, you have to pull out all the stops. Following is a detailed breakdown of every move you can perform on the pitch. (For a quick reference, see *Basic In-Game Controls* below.)

NOTE: If you have a Controller Pak plugged into Controller 1, you can erase saved games on your Controller Pak using the Controller Pak menu. To access the Controller Pak menu, hold **START** while turning the power on.

- For menu navigation commands, see *Main Menu* on p. 11.

Basic In-Game Controls/Controles De Juego Básicos

- When a player is in possession of the ball, the Control Stick moves the player relative to the camera view.

Attack/Ataque

Run	Control Stick	<i>Correr</i>
Pass	A	<i>Pasar</i>
Shoot	B	<i>Disparar</i>
Lob	C↓	<i>Globo</i>
Sprint	C←	<i>Acelerar</i>

Defense/Defensa

Run	Control Stick	<i>Correr</i>
Switch player	A	<i>Cambio de jugador</i>
Tackle	B	<i>Entrada</i>
Slide tackle	C↓	<i>Entrada a ras de hiebra</i>
Sprint	C←	<i>Acelerar</i>

NOTA: Para instrucciones detalladas de juego en español, consulte *Controles De Juego Detallados*, en página 8.

Detailed In-Game Controls

YOUR TEAM HAS THE BALL...

NOTE: The longer you hold **C↓**, the more powerful your lob.

Pass	A	Shoot	B
Press	Pass	Press	Shoot
Double tap	Through pass	Tap	Quick low shot
Lob	C↓	Double tap	Chip shot
Press	Lob (to a teammate)	Passback	C↑
Double tap	Flick the ball to yourself	Press	Passback pass
Tap & hold	Through lob	Double tap	Control receiver
Sprint	C←	Tap again	Cancel mode
Press or tap	Burst of speed	Evade Tackle/Dive	C→
(Too much sprinting tires players)		Press	Jump a tackle
		Double tap	Dive

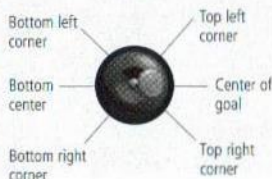
Shot Targeting

While you hold **B** (shoot), the Control Stick directs the ball relative to the camera view:

BALL CAMERA



SIDELINE CAMERA



TIP

To perform your own sound effects after scoring or conceding a goal, press **A**, **B**, **C←**, or **C↓**.

Skill Mode

Perform dozens of skillful moves by combining **R** or **Z** with a variety of action buttons (**A**, **B**, **C**).

Example 1: Tap **R** for a quick move to the right.

Example 2: Hold **Z** and press **C←**. The player performs a 360° spin to the left. (To spin to the right, hold **R** and press **C←**.)

THE OPPOSITION HAS THE BALL...

Switch Player	A	Tackle	B
Press or tap	Switch marking player	Press	Tackle
Slide Tackle	C↓	Aggressive Moves C↑	
Press	Slide tackle	Press	Vicious tackle/lunge
		Double tap	Hip check or elbow
Sprint	C←		
Press or tap	Burst of speed		

THE BALL IS IN MID-AIR...

For aerial balls, activate the moves as early as possible to gain advantage. Be sure to hold the button until the ball makes contact with your player.

Header	(Hold)	Volley	(Tap, then Hold)
C↓	High header	C↓	High volley
A	Headed pass	A	Volleyed pass
B	Headed shot on goal	B	Volleyed shot or bicycle kick
Aggressive	C↓		
Press	Slide tackle/lunge		
Double tap	Hip check/elbow/push		

THE KEEPER HAS THE BALL ...

Throw	A or C↓	Drop the Ball	C→
Press	Throw to a teammate	Press	Drop to keeper's feet (keeper functions as outfield player)
Drop Kick	B		
Press	Drop kick to teammate		

DEAD BALL SITUATIONS...

Free Kicks, Corner Kicks and Goal Kicks

- Defaults to Normal mode. To cycle Normal/Receiver/Target mode, press **C→**.
- Use Z and R to put curl on your kicks.
- While in normal mode, hold A, B, or C↓ to build strength for your kick.

Normal mode

Control Stick: Set the height (↕) direction (←→) of kick

A, B, Kick
or **C↓**

Receiver mode

A Switch receiving players

B Kick

C↓ Kick

Target mode

Control Stick: Move target

C↓ Lob

A Pass

B Cross/clear to target

Throw In

- Defaults to Receiver mode. To cycle modes, press **C→**.

Receiver mode

A Switch receivers

C↓ High throw

B Low throw

C↑ Passback throw

Normal mode

A, B, Throw in
or **C↓**

Target mode

Control Stick: Move target

C↓ High throw

A or B Low throw

Penalty Kick

Shot Taker:

To switch shot takers, press **A**. Direct the shot with the Control Stick, then press **B** to kick.

Keeper:

To move the keeper along the goal line, use the Control Stick; to attempt a save, press **A, B,** or **C↓**.

CONTROLES DE JUEGO DETALLADOS

SU EQUIPO TIENE EL BALÓN...

NOTA: Cuanto más tiempo mantenga pulsado **C↓**, más lejos llegará el globo.

Pasar A		Disparar B	
Pulsar	Pasar	Pulsar	Disparar
Mantener pulsado dos veces	Pase de ataque	Mantener pulsado	Lanzamiento rápido bajo
Globo C↓		Mantener pulsado dos veces	Bombita
Pulsar	Globo (a un compañero)	Pase atrás C↑	
Mantener pulsado dos veces	Hacerce un autopase	Pulsar	Pase en devolución
Pulsar y mantener pulsado	Globo de ataque	Mantener pulsado dos veces	Controlar al receptor (el jugador que no tiene el balón)
Acelerar C←		Volver a mantener pulsado	Cancelar el modo de pase atrás
Pulsar o mantener pulsado	Aceleración explosiva (acelerar demasiado cansa a los jugadores)	Esquivar entrada/tirarse C→	
		Pulsar	Saltar ante una entrada a ras de hierba
		Mantener pulsado dos veces	Tirarse

Apuntar el lanzamiento

Mientras mantenga pulsado el botón **B** (disparar), la palanca de control dirigirá la bola en base a la vista de la cámara:

AYUDA: Para realizar sus propios efectos sonoros tras marcar un tanto o cuando se le concede un gol, pulse **A, B, C←** o **C↓**

BALL CAMERA



SIDELINE CAMERA

Esquina inferior izquierda

Punte inferior central

Esquina inferior derecha



Esquina superior izquierda

Centro de la portería

Esquina superior derecha

Modo de habilidad

Combinando **R** o **Z** con varios botones de acción (**A**, **B**, **C**), puede llevar a cabo docenas de movimientos habilidosos.

Ejemplo 1: Mantenga pulsado **R** para realizar un movimiento rápido hacia la derecha.

Ejemplo 2: Mantenga pulsado **Z** y pulse **C**↑. El jugador realiza un giro de 360° hacia la izquierda (para realizarlo hacia la derecha, mantenga pulsado el botón **R** y pulse **C**↑).

EL CONTRARIO TIENE EL BALÓN...**Cambio de jugador A**

Pulsar o mantener pulsado Cambiar el jugador que está marcando

Entrada a ras de hierba C↓

Pulsar Entrada a ras de hierba

Acelerar C←

Pulsar o mantener pulsado Aceleración explosiva

Entrada B

Pulsar Entrada

Movimientos agresivos C↑

Pulsar Entrada/plancha con mala intención
Mantener pulsado dos veces Desplazamiento con la cadera o el codo

EL BALÓN ESTÁ EN EL AIRE...

En los balones aéreos, empiece a moverse lo antes posible para obtener ventaja. No deje de pulsar el botón hasta que el balón entre en contacto con el jugador.

Cabezazo (Mantener pulsado)

C↓ Cabezazo alto
A Pase de cabeza
B Cabezazo a portería

Agresivo C↑

Pulsar Entrada/plancha a ras de hierba
Mantener pulsado dos veces Desplazamiento con la cadera/con el codo/empujar

Volea (pulse y mantenga pulsado)

C↓ Volea alta
A Pase de volea
B Lanzamiento de volea o chilena

EL PORTERO TIENE EL BALÓN...

Sacar	A o C↓	Soltar el balón	C→
Pulsar	Sacar hacia un compañero	Pulsar	Dejar el balón a los pies del portero (a partir de ese momento, el portero funciona como un jugador de campo)
Chutar	B		
Pulsar	Chutar a un compañero		

EN SITUACIONES A BALÓN PARADO...

Lanzamientos de faltas, corners y lanzamientos a puerta

- El modo por defecto es Normal. Para desplazarse por los modos Normal/Receptor/Destino, pulse **C→**.
- Utilice **Z** y **R** para dar efecto a los lanzamientos.
- Cuando esté en modo normal, mantenga pulsados **A, B** o **C↓** para que el chut adquiera más potencia.

Modo Normal		Modo Receptor		Modo Destino	
Palanca de control	Defina la altura (↑) y la dirección (↖↗) del chut.	A	Cambiar al jugador que va a recibir	Palanca de control	Mover el destino
		B	Golpear al balón	C↓	Globo
		C↓	Chutar	A	Pasar
A, B o C↓	Chutar			B	Cruzar/ despejar hasta el destino

Saques de banda

- El modo por defecto es Receptor. Para desplazarse por los modos Receptor/Normal/ Destino, pulse **C→**.

Modo Receptor		Modo Normal		Modo Destino	
A	Cambiar jugador que recibe el balón	A, B o C	Sacar de banda	Palanca de control	Mover el destino
C↓	Saque alto			C↓	Saque alto
B	Saque bajo			A o B	Saque bajo
C↑	Saque atrás				

Lanzamientos de penalti

Lanzador: Para cambiar al jugador que va a lanzar el penalti, pulse **A**. Apunte con la palanca de control y pulse **B** para lanzar.

Portero: Para mover el portero por la línea de gol, pulse la palanca de control; para intentar parar el penalti, pulse **A, B** o **C↓**.

MAIN MENU

The Main menu is where it all begins.

Some menu screens are divided into sections. To cycle sections, press **C↓**.



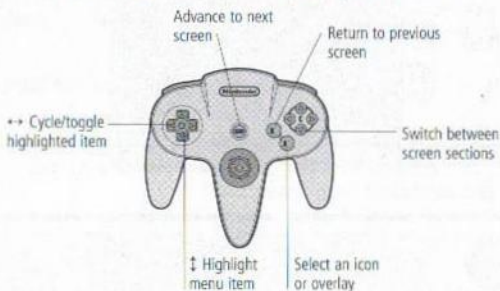
To activate button icons, press **C↓**.




To select a menu item, Control Pad **↓**, then press **START**.

Control pad **↔** to scroll icons, then press **A** to select.

Menu Controls

Controls are the same for most *FIFA: Road to World Cup* menu screens.



- FRIENDLY** Play a match between two teams of your choice without affecting Tournament or League standings.
- ROAD TO WORLD CUP 98** Take a team from the first qualification match to the World Cup championship. (See *Road to World Cup 98* on p. 13.)
- LEAGUE** Take up to eight teams through an entire league schedule. On your way to the championship, you play every team in your league twice.
- Before playing a match, you can view league standings and fixtures and simulate matches.
- TRAINING** Practice your gameplay skills. Select a team and run through a number of offensive or defensive drills.
- PENALTY SHOOTOUT** Each team takes five penalty kicks. If tied after five kicks, teams shoot single-shot rounds until one team scores and the other team doesn't.
- CUSTOMIZE** Edit teams and players and transfer players between teams. (See *Customize* on p. 22.)
- OPTIONS**  Set Default Options. (See *Options* on p. 26.)
- TEAM MANAGEMENT**  Set team rosters, tactics, formation, and positioning. (See *Team Management* on p. 28.)
- LOAD GAME**  Load one of two saved games. (See *Saving and Loading Games* on p. 29.)

NOTE: You can select **OPTIONS**, **TEAM MANAGEMENT**, and **LOAD GAME** from most game setup screens.

ROAD TO WORLD CUP 98

The road to the World Cup starts here. FIFA: Road to World Cup 98 consists of a Qualifying Round, First Round, and Final Round tournament. After you complete the Qualifying Round successfully, you advance to the First Round. This section of the manual provides setup instructions, a general overview of qualification guidelines, and specified procedures for each geographical zone.

NOTE: After you successfully complete the Qualifying Round and save your progress to a Controller Pak, you may restart the game at any time, select any national team and bypass the Qualifying Round. Once you advance to the Final Round, you may bypass the First Round.

SET UP THE QUALIFYING ROUND

After you select ROAD TO WORLD CUP 98 from the Main menu, enter the Qualifying Round and choose your team(s) for the opening tournament.

Team Select

Control Pad \uparrow to toggle between team/zone

Control Pad $\leftarrow \rightarrow$ to cycle 6 available zones and 162 teams.)



Press **A** to select/deselect a team to control

Press **START** to continue



Geographical Zones

For information specific to each zone, see *Zones and Matchups* on p. 16.

CONMEBOL:	Confederación Sudamericana de Fútbol
OFC:	Oceania Football Confederation
AFC:	Asian Football Confederation
UEFA:	Union Of European Football Association
CONCACAF:	Confederation Of North, Central American And Caribbean Association Football
CAF:	Confederation Africaine De Football

Standings Screen

C↓ to activate menu. Your teams are highlighted yellow

C↓ a second time to activate Button icons

View Team Leaders/Overall Leaders/Zone Leaders

Move players from reserve list to national team (Qualifying Round only)

TIP

Any Team Management changes made from within League or World Cup mode are specific to that tournament and are saved when the tournament is saved.

Press **START** to continue

Fixtures Screen

Scroll Zone schedules

Zone schedule

Simulate Game (Qualifying Round only)

View team standings

Next match

Press **START** to continue

Controller Select Screen

Control Pad ←→ to move the controller beneath the team you want to control



Control Pad ↑ to cycle Controller Configurations

Select the Options icon, then **CONTROLLER OPTIONS** to set controller configs.

Press **START** to continue



Stadium Select Screen

Select a stadium

Half length

Weather conditions



Press **START** to begin the match

OVERVIEW OF THE QUALIFICATION PROCESS

Read on for an overview of the new qualification process for the 1998 World Cup Final in the Stade de France.

Guidelines

- > Three rounds to the World Cup Final: Qualifying, First Round, Final Round.
- > 172 teams in six Geographical Zones begin the tournament; 32 advance to the First Round; 16 advance to the Final Round. (See *World Cup Qualification Zones and Matchups* on p. 16 for descriptions of each Zone and its qualifying procedures.)

Byes

- > In the 1998 World Cup, Brazil and France are scheduled to receive byes in the Qualifying Round and begin play in the First Round. However, if you select one of these teams for the Qualifying Round, a random team from their respective Zone receives a bye.
- > Some teams receive byes within their Zone's Qualifying Round. If you control one of these teams, your team automatically advances to the appropriate sub-round within that zone.

Tiebreaking Formats

Round Robin Tournament

If teams have the same point total:

- Goal difference ("goals for" minus "goals against")- if the difference is equal, the winner is the team that scored the most goals.
- If teams are still tied, the number of goals scored in direct encounters determines the winner.
- If teams are still tied, officials draw lots.

Home-and-Home Series

If teams share the same number of aggregate goals:

- Goals scored while designated the "away" team are totaled.

- Result of Extra Time: Teams play two 15-minute, sudden-death halves.
- Penalty Kicks: Each team takes five shots. If teams remain tied after five penalty kicks, teams shoot single-shot rounds until one team scores and the other doesn't in the same round.

Single Game Elimination:

If teams are tied at the end of regulation time:

- Result of Extra Time
- Penalty Kicks

QUALIFICATION ZONES AND MATCHUPS

Following is a complete description of the qualification procedures for each of the six geographical zones: CONMEBOL, OFC, AFC, UEFA, CONCACAF, and CAF.



ZONE 1: Confederación Sudamericana De Fútbol 10 Nations enter; 4 teams advance + Brazil

- One group of nine teams play a double Round Robin schedule.
- The top four teams + Brazil qualify for the World Cup. If you control Brazil, another (random) team from this zone receives a bye.



ZONE 2: Oceania Football Confederation 10 Nations enter; 1 team or no teams advance

OFC ROUND 1

- If you control any Round 1 and 2 bye teams (Tahiti, Australia, New Zealand, Fiji), you play them at the start of Round 3.
- Melanesian Group and Polynesian Group both play Round Robin schedules.
- The winner of the Melanesian group advances to Round 3.

OFC ROUND 2

- The runner-up of the Melanesian Group and the winner of the Polynesian Group play a single match. The winner advances to Round 3.

OFC ROUND 3

- Two groups of three teams each play a double Round Robin. The winner from each group advances to Round 4.

OFC ROUND 4

- Group 1 winner plays Group 2 winner in a Home-and-Home series.

OFC ROUND 5

- Winner plays a Home-and-Home series vs. the fourth place team in the AFC (Zone 3). The winner qualifies for the World Cup.

**ZONE 3: Asian Football Confederation**

36 Nations enter; 3 or 4 teams advance

AFC ROUND 1

- Ten groups of three/four teams. Each group plays a double Round Robin.
- Group winners advance to Round 2.

AFC ROUND 2

- Ten group winners are divided into two groups of five teams.
- Both groups play a single Round Robin schedule.
- The winner and the runner-up in each group (four teams total) advance to Round 3. Three of these teams automatically qualify.

AFC ROUND 3

- The two Round 2 winners already qualify for the World Cup and play a final AFC Championship match.
- Two Round 2 losers compete in a third place play-off. The winner qualifies for the World Cup.

AFC ROUND 4

- The team that loses the third place play-off plays the winner of OFC (Zone 2) in a Home-and-Home series. This is evident in the OFC Round 5.

**ZONE 4: Union Of European Football Association**

50 Nations enter; 14 teams advance + France

- Nine groups of five/six teams each play a double Round Robin schedule. The nine group winners and the best runner-up advance.

- To determine the best runner-up of the nine groups (after the group ranking is complete) only the matches played against the teams ranking first, third and fourth in each group are considered. The following conditions apply in this order:
 - Points gained in matches against teams coming first, third and fourth; goal difference in these games; higher number of goals scored in these games; higher number of goals scored against these opponents in the away games.
- The eight other runners-up (one from each group) are drawn by lots into four pairs and play a qualifying Home-and-Home series. The four winners determined by these pairings qualify for the World Cup.
- If you control France, another (random) team from this zone receives a bye.



**ZONE 5: Confederation Of North, Central American
And Caribbean Association Football**
30 Nations enter; 3 teams advance

EXEMPTIONS

If you control a team exempt from any round(s), you play that team at the start of the following round. (i.e., If you control the United States, it becomes available at the start of the Semifinal Round.)

- Round 1: Bermuda, Barbados, Cayman, Cuba, Haiti, Jamaica, Netherlands Antilles, Puerto Rico, St. Lucia, St. Vincent & Grenadines, Surinam, and Trinidad/Tobago
- Round 1/2: Belize, Guatemala, Nicaragua, and Panama
- Round 1/2/3: Canada, Costa Rica, El Salvador, Honduras, Mexico, and U.S.A.

CONCACAF ROUND 1

The following Caribbean Group teams play a Home-and-Home series. Winners advance to Round 2.

Aruba vs. Dominican Republic

Bahamas vs. St. Kitts and Nevis

Guyana vs. Grenada

Dominica vs. Antigua

CONCACAF ROUND 2

The following Caribbean Group teams play a Home-and-Home series. Winners advance to Round 3.

Surinam vs. Jamaica

Cayman Islands vs. Cuba

Bahamas-St. Kitts winner vs. St. Lucia

Guyana-Grenada winner vs. Haiti

Bermuda vs. Trinidad and Tobago

Puerto Rico vs. St. Vincent

Dominica-Antigua winner vs. Barbados

Aruba-Dominican Republic winner vs.
Netherlands Antilles

CONCACAF ROUND 3

- The remaining Caribbean Group teams play a Home-and-Home series against one opponent (draw to be held after Round 2 games). The four winners advance to the Semifinals.
- The following Central American Group teams play a Home-and-Home series. Winners advance to the Semifinals:

Nicaragua vs. Guatemala

Belize vs. Panama

CONCACAF SEMIFINAL ROUND

- Three groups of four teams—each plays a double Round Robin.
- The top two teams from each group advance to a final round.

GROUP 1	GROUP 2	GROUP 3
United States	Canada	Mexico
Costa Rica	El Salvador	Honduras
Guatemala-Nicaragua winner	Belize-Panama winner	Caribbean Round 3 qualifier
Caribbean Round 3 qualifier	Caribbean Round 3 qualifier	Caribbean Round 3 qualifier

CONCACAF FINAL ROUND

- Six teams play a double Round Robin schedule.
- Top three teams advance to the World Cup.



ZONE 6: Confederation Africaine De Football (CAF)
36 Nations entered; 5 teams advance

EXEMPTIONS

If you control any Round 1 bye teams, you play them at the start of Round 2.

- Cameroon, Egypt, Morocco and Nigeria

CAF ROUND 1

The following teams play a Home-and-Home series. Winners advance to Round 2:

Togo vs. Senegal

Madagascar vs. Zimbabwe

Tanzania vs. Ghana

Mauritania vs. Burkina Faso

Sudan vs. Zambia

Namibia vs. Mozambique

Rwanda vs. Tunisia

Congo vs. Ivory Coast

Swaziland vs. Gabon

Burundi vs. Sierra Leone

Guinea-Bissau vs. Guinea

Kenya vs. Algeria

Uganda vs. Angola

Malawi vs. South Africa

Mauritius vs. DR Congo

Gambia vs. Liberia

CAF ROUND 2

- The 16 winners from Round 1, plus Cameroon, Egypt, Morocco and Nigeria are placed into five groups of four teams (draw occurs after Round 1).
- Each group plays a double Round Robin schedule. Five winners advance to the World Cup.

TRAINING

Practice your skills in a competitive atmosphere by selecting TRAINING from the Main menu. Select a team to practice with and the drills you wish to run.

To set up a training match:

1. Select a team:

Control Pad \updownarrow to toggle between leagues/zones and teams. Control Pad \leftrightarrow to cycle your selections, then press **START**.

2. Select the focus (Attack or Defence) of your training:

Control Pad \leftrightarrow to move your controller beneath Attack or Defence, then press **START**.

3. Select training scenario:

Control Pad \updownarrow to scroll scenarios, then press **A**.

4. Set your options:



PENALTY SHOOTOUT

Determine a winner the quickest way possible: a penalty shootout. Each team takes five penalty kicks. If teams remain tied after five kicks, teams shoot single-shot rounds until one team scores and the other doesn't.

- Select a team exactly as you would for any other game mode.

Shot Taker: Direct the shot with the Control Stick, then press **B** to kick.

Keeper: To move the keeper along the goal line, use the Control Stick. To attempt a save, press **A**, **B**, or **C \downarrow** .

CUSTOMIZE

Utilize the game's customizing functions to edit team and player attributes or perform club and national team transfers.

- Press **B** to exit the main Customize screen. Press **START** to exit a sub-screen. Be sure to save changes before advancing.

INTERNATIONAL SELECTION

Bring reserve players onto national teams or drop members to the reserves (Qualifying Round only). National squads number between 11 and 25 players.

- To view player attributes, press **C↓** to activate the roster, then Control Pad **↔**.

To transfer a player between the reserves and team roster:

- Press **C↓** to activate the roster. Highlight the player's name, then press **A** to select.
- MAKE TRANSFER? Highlight YES, then press **A** to confirm. The player's name transfers from one roster to the other.

CLUB TRANSFERS

Transfer players to and from any club team. Keep in mind, club squads must number between 11 and 20 players and each player comes with a price—make sure your team can afford the transfer fee.

To transfer a player between club squads:

- Press **C↓** to activate the roster. Highlight the player's name, then press **A** to select.
- MAKE TRANSFER? Highlight YES, then press **A** to confirm. The player's name transfers from one roster to the other.

Control Pad **↑** to highlight club/team; Control Pad **↔** to cycle selections

C↓ to cycle all 4 screen sections



Team bankroll may not fall under £1

Player Value

PLAYER EDIT

Edit the personal features and attributes of individual players. If you increase the value of any player attribute, you must equally decrease the value of another.

To alter a name:

1. Highlight the existing name and press **A**. (Press **B** to cancel.)
2. Control Pad \updownarrow to cycle letters. Control Pad \leftrightarrow to advance.
3. Press **A** to return to Player Edit.

When arrows appear, Control Pad \leftrightarrow to cycle options

A player's point total may not fall below zero



A to alter a player's name

Control Pad \updownarrow to highlight attributes

Edit Player
Attributes/Personal
Status

Save Changes

TEAM EDIT

Adjust home and away kits for any team, alter the team's name, change the flag, and view a team's monetary value.

NOTE: Flags and monetary values apply to club teams only.

When arrows appear, Control Pad \leftrightarrow to cycle options

Team Value



Alter the team name in the same manner as a player's name

Reset Team

PAUSING THE GAME

You may pause the game any time a match is in progress.

- To pause the game, press **START**. A Pause menu overlay appears.

RESUME MATCH Resume play.

INSTANT REPLAY Replay a questionable call or relish a great play.

Instant Replay Controls



CAMERA Select one of eight camera angles for gameplay.

CONTROLLER SELECT Alter your original controller setup.

CONTROLLER OPTIONS Alter controller configurations.

TEAM MANAGEMENT See *Team Management* on p. 28.

OPTIONS See *Options* on p. 26.

MATCH STATISTICS

Check the score, number of shots, shots on target, corners, and fouls, and the area of the pitch where all the action took place for the current match.

SCORE SUMMARY

Check the time of each goal and the man who scored it.

FOUL SUMMARY

Check bookings for both teams.

RESTART MATCH

Restart the match from the initial Kick Off.

QUIT MATCH

End the match.

**QUIT WORLD CUP/
QUIT LEAGUE**

Exit the entire game mode and return to the Main menu.

OPTIONS



You can select the Options icon from most set up screens and use the numerous options to customize your game. Below is a description of some of the new and more complex options available.

Control pad $\leftarrow \rightarrow$ to cycle Match Options/ Gameplay Options/ Audio Options/ Controller Options



Save your changes as the default options

$\leftarrow \rightarrow$ to access Button icons, then press **A** to select

- To temporarily save changes, press **START** (to cancel them, press **B**).

MATCH OPTIONS

KIT CLASHING

Obtain a supplemental kit (uniform) for one team if competing teams have similar looking kits. Home team has priority on retaining its original kit.

RADAR

Use a scaled down model of the entire pitch to view player positioning at any point in the match.

VISUAL INDICATORS

Toggle the passback indicators and crosshairs ON/OFF.

PLAYER NAMES

When a player is in control of the ball, his name appears at the bottom of the screen. Toggle this feature ON/OFF.

GAMEPLAY OPTIONS

REFEREE STRICTNESS

Determine how strictly the referee calls the match.

FATIGUE

Players fatigue from too much running when ON. EXAGERRATE skills such as running, passing, and shooting.

PLAYER ATTRIBUTES

CATCH-UP LOGIC

Make it easier for the losing team to even the score.

CONTROLLER OPTIONS

CONTROLLER CONFIGURATION

Customize up to 8 user-configured setups. Select customized configs from the Controller Select screen.

DIFFICULTY LEVEL

Set your computer opponent's overall skill level.

SHOT TARGETING

Control shot targeting with the Control Stick, or let the computer handle the direction of your shots.

SKILL MODE

Perform a variety of skillful moves, using assigned buttons. (See *Skill Mode* on p. 6.)

AI-ASSISTED HEADERS

Toggle ON and the computer performs headers and volleys for you.

AUTOMATIC CROSSES

Toggle ON to automatically perform a cross for a player running down the wing using the lob button (C↓).

PASSBACK

Toggle ON to control the passing AND receiving player after a pass using the passback feature. (See *Detailed In Game Controls* on p. 4.)

TEAM MANAGEMENT

Select AI ASSISTED to get Team Management assistance from the computer. (e.g., If you're down in goals, the computer adjusts your formation to focus on the attack.)

AUDIO OPTIONS

Adjust game and menu sound effects and music from the Audio Options screen.

TEAM MANAGEMENT



Set up your team to perform to its maximum potential. (Additional options appear when you select TEAM MANAGEMENT from the Pause menu.)

NOTE: Save changes before advancing. Any team changes made from within League or World Cup mode are specific to that tournament and are saved when the tournament is saved.

FORMATION

Set your team formation.

STRATEGY

Alter the positioning of the team as a whole.

STARTING LINEUP

Assign starters from your team lineup.

SUBSTITUTE

(Pause menu) Substitute your reserves into the game.

POSITIONING

Alter the positioning of individual players on the field.

KICK TAKERS

Designate players to take corner kicks, penalty kicks, and spot kicks.

ATTACKING BIAS

Set the attacking tendency of an individual player.

AGGRESSION

Set the aggression of each player on your team.

MAN MARKING

(Pause menu) Mark a player on the opposing team.

SAVING AND LOADING GAMES

Following completion of a match, you can save your League or World Cup progress from the Standings screen and Fixtures screen. If you exit the game mode without saving, you lose all progress made during that gameplay session.

NOTE: Never insert or remove a Controller Pak when loading or saving files. To ensure saved games remain intact, keep your Controller Pak in Controller 1 the entire time *FIFA: Road to World Cup 98* is running.



Select the Save Game icon to save a tournament or season in progress. Names for the saved games are assigned automatically.



Select the Load Game icon to load a saved tournament or season.

NOTE: A saved game has its own database.

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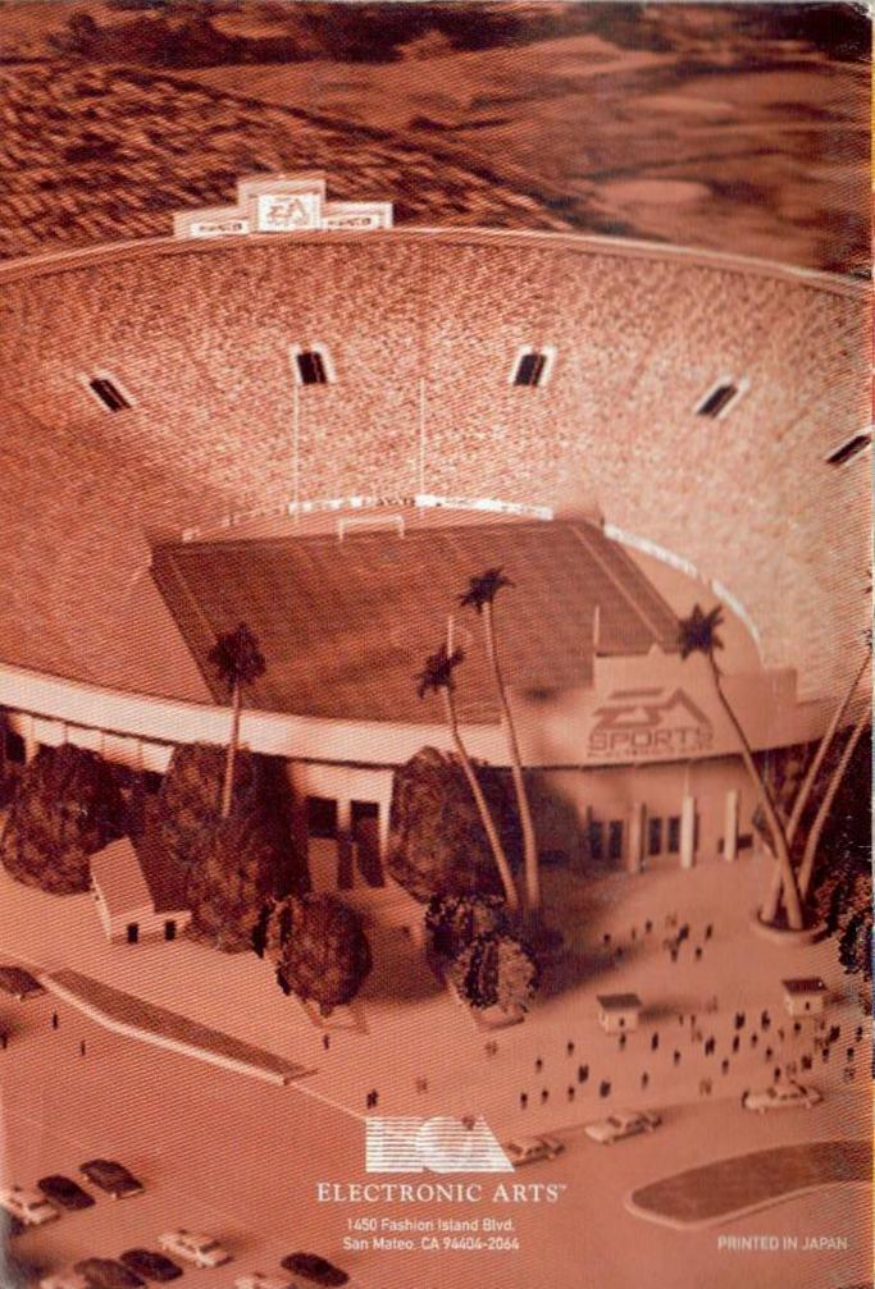
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